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1. A computer-implemented method of generating a shadow for a three-dimensional model having an infrastructure that includes a bone, the method comprising:

projecting the bone onto a surface; and
5 generating the shadow on the surface based on a projection of the bone.

10 2. The method of claim 1, further comprising locating a virtual light source in an environment that the three-dimensional model inhabits;

15 wherein projecting the bone comprises:

(drawing lines from the virtual light source, through points on the bone, onto the surface; and connecting points at which the lines intersect the surface.

20 3. The method of claim 1, wherein generating the shadow comprises:

creating a shape over at least part of the projection of the bone; and
mapping texture onto the shape.

4. The method of claim 3, wherein creating the shape comprises growing a polygon from the projection of the bone.

5. The method of claim 1, wherein mapping texture onto the shape comprises mapping a fuzzy texture onto edges of the shape. *soft*

6. The method of claim 1, further comprising receiving data that corresponds to a size and shape of the shadow; wherein the shadow is generated based on the data.

7. A computer-implemented method of generating a shadow for a three-dimensional model having an infrastructure that includes a bone, the method comprising:

generating a bounding volume for the bone; and
generating the shadow by projecting a shape of the bounding volume onto a surface.

20 8. The method of claim 7, further comprising locating a virtual light source in an environment that the three-dimensional model inhabits;

wherein projecting the shape comprises:

drawing lines from the virtual light source, through locations on a surface of the bounding volume, onto the surface; and

5 connecting points at which the lines intersect the surface.

9. The method of claim 7, wherein generating the shadow further comprises mapping a texture onto the shape of the bounding volume projected onto the surface.

10. The method of claim 7, further comprising receiving data that corresponds to a size and shape of the shadow; wherein the shadow is generated based on the data.

15. An article comprising a machine-readable medium that stores executable instructions to generate a shadow for a three-dimensional model having an infrastructure that includes a bone, the instructions causing a machine to:

project the bone onto a surface; and

20 generate the shadow on the surface based on a projection of the bone.

12. The article of claim 11, further comprising
instructions to locate a virtual light source in an
environment that the three-dimensional model inhabits;
wherein projecting the bone comprises:

5 drawing lines from the virtual light source, through
points on the bone, onto the surface; and
connecting points at which the lines intersect the
surface.

10 13. The article of claim 11, wherein generating the
shadow comprises:

creating a shape over at least part of the projection of
the bone; and
mapping texture onto the shape.

15 14. The article of claim 13, wherein creating the shape
comprises growing a polygon from the projection of the bone.

16 15. The article of claim 11, wherein mapping texture
onto the shape comprises mapping a fuzzy texture onto edges of
the shape.

16. The article of claim 11, further comprising instructions to receive data that corresponds to a size and shape of the shadow;

wherein the shadow is generated based on the data.

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17. An article comprising a machine-readable medium to generate a shadow for a three-dimensional model having an infrastructure that includes a bone, the instructions causing a machine to:

10 generate a bounding volume for the bone; and
generate the shadow by projecting a shape of the bounding volume onto a surface.

15 18. The article of claim 17, further comprising instructions to locate a virtual light source in an environment that the three-dimensional model inhabits;

20 wherein projecting the shape comprises:

25 drawing lines from the virtual light source, through locations on a surface of the bounding volume, onto the surface; and

30 connecting points at which the lines intersect the surface.

19. The article of claim 17, wherein generating the shadow further comprises mapping a texture onto the shape of the bounding volume projected onto the surface.

5 20. The article of claim 17, further comprising instructions to receive data that corresponds to a size and shape of the shadow;

 wherein the shadow is generated based on the data.

10 21. An apparatus for generating a shadow for a three-dimensional model having an infrastructure that includes a bone, the apparatus comprising:

 a memory that stores executable instructions; and
 a processor that executes the instructions to:

15 project the bone onto a surface; and

 generate the shadow on the surface based on a projection of the bone.

20 22. The apparatus of claim 21, wherein the processor executes instructions to locate a virtual light source in an environment that the three-dimensional model inhabits; and
 wherein projecting the bone comprises:

drawing lines from the virtual light source, through
points on the bone, onto the surface; and
connecting points at which the lines intersect the
surface.

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23. The apparatus of claim 21, wherein generating the
shadow comprises:

creating a shape over at least part of the projection of
the bone; and
mapping texture onto the shape.

24. The apparatus of claim 23, wherein creating the
shape comprises growing a polygon from the projection of the
bone.

25. The apparatus of claim 21, wherein mapping texture
onto the shape comprises mapping a fuzzy texture onto edges of
the shape.

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26. The apparatus of claim 21, wherein:
the processor executes instructions to receive data that
corresponds to a size and shape of the shadow; and
the shadow is generated based on the data.

27. An apparatus for generating a shadow for a three-dimensional model having an infrastructure that includes a bone, the apparatus comprising:

5 a memory that stores executable instructions; and
a processor that executes the instructions to:

generate a bounding volume for the bone; and
generate the shadow by projecting a shape of the
bounding volume onto a surface.

10 28. The apparatus of claim 27, wherein the processor
executes instructions to locate a virtual light source in an
environment that the three-dimensional model inhabits; and
wherein projecting the shape comprises:

15 drawing lines from the virtual light source, through
locations on a surface of the bounding volume, onto the
surface; and
connecting points at which the lines intersect the
surface.

20 29. The apparatus of claim 27, wherein generating the
shadow further comprises mapping a texture onto the shape of
the bounding volume projected onto the surface.

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30. The apparatus of claim 27, wherein
the processor executes instructions to receive data that
corresponds to a size and shape of the shadow; and
the shadow is generated based on the data.

Docket No.: 10559-0001/P11134